

# MAPLEZONE SPORTS INSTITUTE BASEBALL TOURNAMENTS

(Updated 11/1/2017)

Aston, Pennsylvania

## Tournament Rules and Park Policies



(610) 358-5500

[www.maplezonesportsinstitute.com](http://www.maplezonesportsinstitute.com)

## **Tournament Information**

### **CHECK IN**

Coaches must show up at least an hour prior to their first game of the tournament to check their team in. Once checked in, coaches will be directed to their field of their first game.

**COACHES... PLEASE PRINT A COPY OF THE RULES PRIOR TO ARRIVING AT MSI.**

### **Preferred Hotels**

If you need a hotel, that information can be found on the Baseball tournament page.

### **INSURANCE**

Each team is required to have proof of insurance with them at all times. Proof must also be provided to MSI prior to the tournament. The insurance certificate must have no less than \$2,000,000 General Aggregate and \$1,000,000 Each Occurrence. Insurance certificates must have "Maplezone Batworks" listed as the certificate holder.

### **ROSTERS**

The roster size can be unlimited for the number of players on the team. There will be no more than 4 coaches (1 *manager*, 2 *coaches*, and a *scorekeeper*) allowed in the tournament. A team can add to their roster up to their first game. A player can be on rosters for two different age groups, but not on multiple teams within a single age group. If a player's name shows up on multiple rosters, he/she must designate which team he/she is officially on. **ROSTERS MAY ONLY BE SUBMITTED BY USING ONE OF THESE TWO LINKS.**

<http://maplezonesportsinstitute.com/tournaments/msi-9u-15u-roster-submission/>

<http://maplezonesportsinstitute.com/tournaments/msi-16u-18u-roster-submission/>

### **UMPIRES**

All games played in MSI tournaments will have two umpires assigned for each game.

### **BASEBALLS/EQUIPMENT**

Rawlings game balls will be provided by MSI for all games. Team are to bring their own practice balls for batting cages and warm up. Teams also should bring helmets, bats, gloves, catcher's gear, first aid and other equipment that may be needed for the team. **NO METAL CLEATS (SEE PARAGRAPH BELOW FOR DETAILS)**

## **UNIFORMS/CLEATS**

Teams are to be in full uniform once they are on the field. All players must have a uniform number.

**NO METAL CLEATS AT MSI! PLAYERS MUST WEAR TURFS, PLASTIC MOLDED CLEATS, OR SNEAKERS.** However, we recommend that all pitchers bring their metal cleats with them in case the Tournament Committee gives permission to wear them due to weather related conditions. Coaches are not required to wear full uniform during games. However, MSI does expect coaches to dress appropriately on the field. Coaches do not need to wear helmets while coaching 1<sup>st</sup> or 3<sup>rd</sup> base, however, players need to wear helmets if they go out to coach 1<sup>st</sup> or 3<sup>rd</sup> base.

## **BATTING CAGES/PRE-GAME**

Use of batting cages will be on first come first serve basis. MSI currently offers 4 turf batting cages behind field "E" on the left field side. Please use only one cage and be respectful of other teams waiting to use the cage.

## **DUGOUTS**

All dugouts at MSI have protective fencing in front. Foul balls can get into the dugouts through the doorways. Players and coaches should be aware of foul balls at all times. Coaches are responsible for the players in the dugouts.

## **FIRST AID**

There will be general first aid equipment on site for all of our tournaments. A local first aid squad is on call in the event of a serious injury.

## **FOUL BALLS**

We ask all players, coaches, fans and parents to be aware of foul balls at all times. There will be more than one game going on at a time, which can cause foul balls to come from different fields. Please return all foul balls to the umpire or a staff member.

## **ADMISSION**

At the present time, admission for parents and fans is \$5.00 per adult. Players and coaches are admitted free. Children under the age of 18 are admitted free. Admission fees are subject to change without notice.

## **PARKING**

Parking is free for all MSI events. The parking lot is located at the end of the entrance road.

## **TOURNAMENT PHOTOGRAPHY SERVICE**

MSI has partnered with Studio One Action Shots to be available on selected weekends. The photography office is located in the main building at MSI. <http://www.studioneactionshots.com/>

## **AWARDS**

A team trophy will be presented to the top 2 finishers for all tournaments.

## **PROTESTS**

Protests must be submitted to the home plate umpire before the next pitch or play. If a protest results from the final play of a game, it must be submitted prior to the umpires leaving the field.

Protests will be heard and ruled on by the Tournament Committee. The team protesting a playing rule must submit a cash deposit of \$100 at the time of the protest. If the protest is ruled in the protesting team's favor, the \$100 deposit will be refunded. The ruling made by the Committee will be final.

## **Ejections/Fighting**

Any player or coach that is ejected from a game must leave the playing area for the remainder of the game. Any player or coach that participates in a fight shall be suspended for the rest of the tournament. Any player or coach that attempts to break up a fight shall not be penalized.

***ABSOLUTELY NO EXCEPTIONS TO THIS RULE.***

## **SPRING AND SUMMER AGE REQUIREMENTS**

18u Born on or after May 1, 1999

17u Born on or after May 1, 2000

16u Born on or after May 1, 2001

15u Born on or after May 1, 2002

14u Born on or after May 1, 2003

13u Born on or after May 1, 2004

12u Born on or after May 1, 2005

11u Born on or after May 1, 2006

10u Born on or after May 1, 2007

9u Born on or after May 1, 2008

## FALL AGE REQUIREMENTS

18u Born on or after May 1, 2000

17u Born on or after May 1, 2001

16u Born on or after May 1, 2002

15u Born on or after May 1, 2003

14u Born on or after May 1, 2004

13u Born on or after May 1, 2005

12u Born on or after May 1, 2006

11u Born on or after May 1, 2007

10u Born on or after May 1, 2008

9u Born on or after May 1, 2009

## PAYMENT POLICY

MSI requires each team registering for a tournament to make a non-refundable deposit payment in the amount of \$350. Payment in full for all events is due 45 days prior to the start of the event. Your final payment will be automatically billed to the method of payment used for your deposit.

Visa, MasterCard, and Discover are accepted online and by phone. Checks can be sent to: MapleZone, 4881 Chichester Avenue, Aston, PA 19014.

## CANCELLATION POLICY

No refunds will be issued at any time after payments are made. However, MSI will hold a credit for a future event if notice of cancellation is given at least three weeks prior to the start date. Credits may not be transferred to another organization and any credit must be used within 1 year. ***ABSOLUTELY NO EXCEPTIONS TO THIS RULE*** Teams who are on the waiting list for a tournament will be contacted as soon as a slot has opened. MSI encourages waiting teams to provide a credit card number on their registration form to speed up the process should a slot open.

## INCLEMENT WEATHER

Our Shaw TURF fields will limit rain outs and delays. If we need to change the schedule because of inclement weather, we will do our best to try and maintain the original tournament schedule. Game time limits and innings may be shortened in order to make up games. Rained out games may not be made up depending on time constraints.

**In case of scheduling changes, it is the team's responsibility, not the Tournament Committee's, to make sure they are aware of the new schedule or any scheduling changes.** This information will be posted on the tournament website as soon as becomes available.

## **REFUND POLICY - WEATHER RELATED CANCELLATIONS**

3 game minimum tournaments

Play 0 games- 100%

credit Play 1 game- 70%

credit Play 2 games-

\$100 credit

4 game minimum tournaments

Play 0 games- 100%

credit Play 1 game- 70%

credit Play 2 games- 50%

credit Play 3 games-

\$100 credit

## **TOURNAMENT PLAYING RULES**

**Coaches:** Be sure you are aware of all rules and rule changes. MSI reserves the right to amend these rules at any time for specific tournament play. National High School Federation Baseball Rules will be enforced with the following exceptions.

**Cleat Restrictions:** Players **MUST** wear baseball turfs, plastic molded cleats, or sneakers on our baseball fields. We recommend that pitchers bring their metal cleats to have them in case the Tournament Committee gives permission to wear them during rainy conditions.

**Gum, sunflower seeds, peanuts in shells, and tobacco of any kind are NOT PERMITTED on MSI property. This includes, but is not limited to, players, coaches, scorekeepers, parents and fans. Please help us keep the facility clean for all of our guests. Thanks!**

**No alcoholic beverages are allowed on MSI property, including the parking lot.**

## **IMPORTANT RULES AND INFORMATION**

1. **Time Limit:** All games except the CHAMPIONSHIP game will be played with a one hour and 50 minute time limit. This means no new inning can start after the one hour and 50 minute mark. Time will be kept by the umpires.

The time will start immediately after the conclusion of the pregame meeting. For each team's pool games, the home team will be predetermined. If the home team is ahead as the one hour and 50 minute limit expires, the game will end at the one hour and 50 minute mark. Pitchers are allowed 8 pitches in the first inning they appear and 5 pitches before additional innings.

2. **Innings:** 9U-12U will play 6 inning games. 13U-18U will play 7 inning games
3. **Tie Games:** All Pool Play and Round Robin games that are tied after 6/7 innings or the time limit will be recorded as a tie. Playoff games with the score tied... after 6 innings for 9u-12u, 7 innings for 13u-18u, or the one hour and 50 minute time limit... will go to tie-breaker rules. However, in CHAMPIONSHIP games, teams will continue normal innings until a winner is determined.
4. **Forfeits:** Any intentional forfeit will result in the forfeiting team being eliminated from the playoff bracket. Forfeits in a 6 inning game will be ruled a 6-0 win for the opposing team. Forfeits in a 7 inning game will be ruled 7-0 win for the opposing team.
5. **Mercy Rules:** 12 runs after 3 innings, 10 runs after 4 innings, and 8 runs after 5 innings.
6. **Trips to the Mound:** Second visit to the mound per inning with the same pitcher will result in removal of that pitcher. Once a pitcher has been removed from the mound, he may re-enter only once and pitch only after one batter has completed his time at bat or a play has been completed.
7. **Balks:** 9u-10u... no balks. 11u-12u... one warning per pitcher and only obvious balks will be called. 13u-18u... dead ball, no warnings.
8. **Infield Fly Rule:** There will be NO infield fly rule for 9u-10u. Regular rules apply for 11u-18u.
9. **Catcher Dropped 3<sup>rd</sup> Strike:** 9u-10u the batter is automatically out. Regular rules apply for 11u-18u.
10. **Starting the Game:** All games must be started with at least 8 players. If a team starts with 8 players, an out will be recorded each time the 9<sup>th</sup> spot comes up. If a 9<sup>th</sup> player arrives at any time during the game, that player can be inserted immediately into the 9<sup>th</sup> spot. Any other player(s) that arrive after the 9<sup>th</sup> player can only be used as a legal substitute(s).
11. **Hitting Line Up:** In all age groups... teams can choose to bat any number they want as long as they bat at least 9 players and the number of batters stays the same the whole game. If a team chooses to bat the whole lineup and a player gets hurt and cannot bat, that player's spot is an automatic out each time it comes up. A substitute is anyone not placed in the starting batting order. NFHS rules apply for re-entry of the starting offensive player. Once the substitute is taken out offensively, that player is ineligible to participate on offense.

12. **Defensive Line Up:** Except for the pitcher, defensive players can be inserted or removed without restriction. This is to allow maximum participation of all roster players. **The pitcher is restricted according to Rule #6 above.**
13. **Courtesy Runner:** For Pitchers and catcher only. May be at any time. If you have a substitute, they will be your courtesy runner. If you don't, then use the player who made the last batted out. If pitcher and catcher are on base at the same time, use two substitutes or the last and previous batted out players.
14. **Intentional Walk:** In all game groups the pitcher does not have to pitch to the batter. The batter can be awarded first base at the request of a coach or catcher.
15. **Suspended/Regulation Game Policy:** Games that do not make it to regulation (4 complete innings for a 6 inning game or 5 complete innings for a 7 inning game) due to weather/darkness will be considered a suspended game and will be resumed (if possible) from the point of the suspension at the earliest time available. If there is not time to resume a suspended game, it will be considered an official game as of the last complete inning. Official games under this policy are not eligible for the refund policy.
16. **Scoring:** We recommend that all teams keep a scorebook. The official scorer of the game will be the umpires. It is the team's responsibility to check every inning with the umpires to confirm the score.
17. **2018 Bat Restrictions:** 9u-13u, a BPF 1.15 BBCOR, or USA Baseball designation must be displayed on the bat (no other weight or diameter restrictions). 14u-18u, the bat must have a BBCOR or USA Baseball designation and may not exceed -3. Wood bat specific tournaments can only be played with single-solid-wood bats. Any players caught using an illegal bat are immediately called out.
18. **Leading/Stealing:** 9u-10u must wait until the ball crosses the plate to leave the base. First violation is a warning and after that they will be called out. Regular baseball rules apply for 11u-18u.
19. **Dugout Rule:** All coaches and players must be completely inside the dugout. Coaches are responsible for the player's safety around the dugout area. One player may be in the on deck area which is located at the furthest entry to the dugout from home plate. 9u-12u teams are encouraged to use the on deck area inside the fence area. **UMPIRES HAVE BEEN INSTRUCTED TO STOP THE GAME AND KEEP THE TIME CLOCK RUNNING UNTIL ALL COACHES AND PLAYERS ARE COMPLETELY IN THE DUGOUTS. THIS IS A SAFETY RULE!**
20. **Jewelry:** No metal jewelry is permitted to be worn during the game. No stickers may be worn on any part of the hat. Non-metal necklaces and bracelets may be worn. Umpires may require the removal of any bracelet they deem distracting.
21. **Not covered in the Rules:** In the event any item is not covered in the playing rules, the Tournament Committee will make the fairest possible ruling and that ruling is final.



## 22. Tie Breakers

### POOL PLAY TIE BREAKER RULES:

1. Pool play overall record
2. If two teams are tied...Head to Head results
3. If three teams are tied...If one team has defeated both other teams, then that team advances. If not go to #4
4. Total runs allowed in pool play
5. If still tied... Total runs scored in pool play
6. If still tied... Coin flip

It is possible for two teams to go undefeated in larger pools. Both teams would advance to the playoffs and be seeded based on the tiebreaker rules.

If a pool has teams that don't play the same amount of games, the first tie breaker will be winning percentage.

### ROUND ROBIN TOURNAMENT TIE BREAKER RULES:

1. Overall all record
2. If two teams have the same records and they played each other...Head to Head results
3. If the two teams tied... go to runs allowed.
4. If the two teams tied and gave up the same amount of runs... go to runs scored.
5. If still tied... Lowest single game runs allowed.
6. If still tied... Highest single game runs scored.
7. If still tied... Coin flip between the two tied teams
8. If three teams have the same records, have each played each other, and one team beat both teams... then that team advances.
9. If three or more teams have the same record and ALL teams have not played each other... Head to Head is thrown out. Go to #10
10. Runs allowed.
11. If still tied... Runs Scored
12. If still tied... Lowest single game runs scored
13. If still tied... Highest single game runs scored

#### 14. If still tied... Coin flip

IF THERE IS A CASE WHERE TWO TEAMS ADVANCE OUT OF POOL PLAY AND DO NOT PLAY ALL COMMON OPPONENTS

1. Overall record
2. Head to Head (if teams did not play each other then go to rule #3).
3. Total runs in pool play
4. Total runs scored in pool play
5. If still tied coin flip

#### **PLAYOFF TIE-BREAKER RULES:**

If after 6 innings for 9u-12u and 7 innings for 13u-18u, or the 1hr 50 minute time limit, the two teams are still tied, the following rules will go into effect except for the Championship Game.

#### **Base runners will be placed as follows:**

- Last batter from previous inning @ 1<sup>st</sup> Base
- Second to last batter before him in the lineup @ 2<sup>nd</sup> Base
- Third to last before that in the lineup @ 3<sup>rd</sup> Base
- Normal substitution rules apply to these runner.
- The hitting team will start the inning with one out.
- Play continues until one team is ahead at the end of an inning.

#### **23. CHAMPIONSHIP GAME PLAY**

The higher seed will be the home team in Championship play. There is no time limit for a Championship game. If Championship games are tied after 6/7 innings, additional regular innings will be played until a team is ahead after a complete inning.